



Great things come in small packages, like *In the Dark* at 3,000-3,500 square feet, now available! Call Kim at 513.287.7035 for information and availability.



A National Traveling Exhibit

The dark—a place of mystery.

Sometimes scary, but always intriguing, darkness beckons exploration. Darkness is also a natural evolutionary selective pressure that has caused plants and animals to adapt to dark ecosystems like caves, the deep sea, the forest at night, and underneath the ground.

Since prehistoric times, humans have sought to understand the function of darkness, and have invented ways to change it. Guests explore and solve some of these mysteries of the dark using electronic, mechanical and computer interactives, walk-through or -around dioramas, fiberglass models, and graphic panels.

Available in two sizes: **3,000** and **4,000** square feet.

Prepare to immerse yourself in the world of darkness.



Cincinnati
Museum
Center

Department of Traveling Exhibits
1301 Western Avenue
Cincinnati, Ohio 45203

(800) 733-2077, ext. 1-7061
(513) 287-7061
cnovy@cincymuseum.org

In the Dark

A traveling exhibit from Cincinnati Museum Center

EXHIBIT INCLUDES

- 5 Large walk-around or walk-through dioramas
- 2 Small dioramas (4000 sf)/3 small dioramas (3,000 sf)
- Electronic, computer and mechanical interactives
- The following Supporting Materials:
 - Teacher's Guide with 10 activities
 - 7 floor demonstrations
 - *Tales of Darkness* theatrical skit
 - Complete press kit with television and radio spots
 - Artwork for logotype/graphic art slicks and for brochures, posters, billboard art
- Also includes on-site installation and strike coordination from our technicians.

GENERAL REQUIREMENTS

- 4,000 or 3,000 square feet of open floor space
- 10 feet of ceiling height recommended, but can adapt to 8 or 9 foot ceilings
- Adequate electrical connections
- On-site insurance during exhibit run and in transit to next venue

COST

- 4,000 sf: \$40,000 for 14 weeks average run (\$10,000 deposit)
 - Shipping fee of \$20,000 or actual inbound shipping (4-53' trucks), whichever is less.
- 3,000 sf: \$30,000 for 14 weeks average run (\$10,000 deposit)
 - Shipping fee of \$17,500 or actual inbound shipping (3-53' trucks), whichever is less.

Includes on-site set-up and tear down coordination from our technicians.

ITINERARY Revised 2/13/12

4,000 sf

12 previous venues

1/31/04 – 6/6/04	Science Center of Iowa, Des Moines, IA
6/26/04 – 9/19/04	The Wildlife Experience, Parker, CO
11/5/05 – 1/22/06	Cincinnati Museum Center, OH
2/11/06 – 5/29/06	The Witte Museum, San Antonio, TX
10/7/06 – 1/14/07	Exploration Place, Wichita, KS
1/26/07 – 9/3/07	Chabot Space & Science Center, Oakland, CA
1/26/08 – 5/4/08	Turtle Bay Exploration Park, Redding, CA
10/4/08 – 1/11/09	Notebaert Nature Museum, Chicago, IL
5/30/09 – 9/7/09	Newport on the Levee, Newport, KY
2/5/11 – 5/15/11	Springs Preserve, Las Vegas, NV
6/4/11 – 1/29/12	National Mississippi River Museum & Aquarium, Dubuque, IA
5/26/12 – 9/3/12	Liberty Science Center, Jersey City, NJ (tentative)
9/22/12 – 1/6/13	
1/26/13 – 5/12/13	
6/1/13 – 9/15/13	
10/5/13 – 1/12/14	

3,000 sf

10/1/11 – 1/8/12	Museum of Science, Boston, MA
5/19/12 – 8/26/12	
9/15/12 – 1/6/13	
1/26/13 – 5/12/13	
6/1/13 – 9/15/13	
10/5/13 – 1/12/14	

Tentative bookings are subject to change. Please call us at (800) 733-2077, ext. 1-7061 or 1-7035 or visit www.cincymuseum.org/travelingexhibits for a current itinerary or to inquire about availability beyond this itinerary.

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Educational Associations

Life Science

Content Standard C

- Regulation and behavior
- Environmental survival needs and adaptation
- Diversity and adaptations of organisms
- Population and ecosystems

Take Home Concepts

- Learn about unique creatures that dwell in darkness, echolocation, animal communication
- Investigate cave, underground, and deep sea environments
- See how humans have creatively responded to darkness

Exhibit Contents *Contents subject to change*

The exhibit features five areas: Nocturnal Environments, Underground Environments, Caverns, Deep Sea Environments, and Humans In the Dark.

The Darkness of Night. The first cluster of dioramas illuminates animals that occupy three terrestrial habitats when night falls: a forest in the Great Smoky Mountains; the Sonoran Desert; and a Louisiana cypress swamp. The 100-square-foot forest features a Barred Owl as it surveys the forest at night, while a spotted skunk, salamanders, and a Bobcat forage for a meal. A small diorama of the Sonoran Desert captures an Elf Owl as it spies on a Pallid Bat pursuing a scorpion, while a moth feeds on a night-blooming cactus. In the small swamp diorama a night heron contemplates the prospect of a crayfish dinner, while a Pig Frog, baby alligator, and Cotton Mouse look on.

Features:

- Large walk-around diorama of a nocturnal forest in the Great Smoky Mountains
- Small diorama of the Sonoran Desert at night
- Small diorama of a Louisiana cypress swamp at night (3,000 sf only)

INTERACTIVES:

Night vs. Day—Identify nocturnal and diurnal species by sliding them into place in this mechanical display featuring desert and swamp habitats.

Flashers of the Night—Watch flashing light patterns on an electronic screen, and attempt to identify species' specific firefly signals. Every time the visitor makes a correct identification, they are "flashed" (4,000 sf only).

The Pit Viper Game—This electronic game invites guests to place a snake puppet on their hand and re-create how snakes use heat-sensing to track their prey in the nighttime desert. Can you catch your prey?

On the Red-eyed Express—Discover the different methods used by birds (and other animals) to navigate at nighttime. Birds guide by the stars or by sensing the earth's magnetic field.

Where Have all the Mammals Gone?—In this mechanical interactive, guests move the sun (day) and moon (night) viewers around a graphic panel to uncover the hidden animals and discover when they are most active.

Who's Out at Night—While viewing a mounted owl and skull, learn the physiological features that help owls locate their prey at night.

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Exhibit Contents *continued*

Darkness within the Soil. Focusing attention closer to home, the exhibit takes a look at the soil beneath human feet. A cross-section of a backyard reveals it to be teeming with life such as moles, termites, cicadas, worms, and slugs living within this seemingly solid substrate.

Features:

- Large diorama cut-away of the ground beneath a Midwestern backyard.

INTERACTIVES:

More than Meets the Eye—While peering through an illuminated panel, guests view an unusual sight—tiny organisms in the soil that have a very important job of causing decay.

Robomite—In this computer game, guests play Robomite, a termite-like character that allows guests to investigate the underground darkness of a termite colony. Through the use of pheromones and mechanoreception, Robomite must negotiate through the colony, and interact with the other termites to find food, discover the termite queen, and map the colony before Robomite runs out of power.

Star-nosed Mole—The Star-nosed Mole has many fleshy appendages around its nostrils. In this computer interactive, guests feel a tactile pad that simulates the vibrations a mole may sense within its underground world.

Darkness Deep within Caves. Caves offer a refuge that is completely without light. Guests receive a dramatic introduction to one type of cave as they walk through a recreation of a Kentucky cave formed by the slow action of water dissolving the limestone over the millennia. This cavern is inhabited both by animals looking for temporary darkness during the day, such as bats, and by animals whose ancestors wandered deeper into the cave and never re-emerged, such as blind cave fish, cave flatworms and cave crayfish.

Features:

- Walk-through cave diorama of a Kentucky solution cave

INTERACTIVES:

A Cave Dweller's Survival Guide—Pretending to be a cave-dwelling creature, guests use this guide to improve their chances for survival (4,000 sf only).

Bats Are Great Listeners—Guests listen to sounds around them to echolocate like bats, and sense which way to "fly" out of a computer "cave maze".

Same Difference—Using what has already been learned about cave-dwellers, guests try to match the species to their above-ground "cousins" (4,000 sf only).

Hole Heaven—Guests explore the adaptations of animals like the cave salamander to discover how they transformed into cave-dwelling species over time, by following the story in this cartoon display (4,000 sf only).

Subterranean Superstore—Guests discover that animals inside most caverns are dependent upon food brought in from outside (photosynthetic) sources. But, some caves are sealed to the outside world and depend on energy from chemosynthetic sources. A mechanical interactive allows the visitor to compare the food sources of closed and open cave systems (4,000 sf only).

Be a Bat—Kids step inside a giant model of a bat's body and listen for the clicks representing the sonar a bat uses to locate prey. The closer objects are to the bat's body, the faster the clicks occur

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Exhibit Contents *continued*

Darkness of the Deep Sea. *In the Dark* plummets to the depths of the sea, offering a glimpse of an environment that is not only eternally dark, but that does not even depend on the world of light for its source of energy: a sulfur-belching vent field, two and a half kilometers below the ocean surface. Here life begins not with photosynthetic plants, but with bacteria that metabolize the sulfur released from the earth's depths. Guests observe Tube Worms, crabs, fish, shrimp and clams that feed on the bacteria or the life supported by it. Elsewhere in the depths of the sea, life depends on photosynthetic plankton drifting down from the area of light. A small diorama catches the magic of some of the bioluminescent inhabitants of the water column glowing in the darkness as they trawl for prey.

Features:

- Life-size diorama of deep-sea vents at the Galapagos Rift Vent Field
- Small diorama of the deep Pacific Ocean floor

INTERACTIVES:

Deep Sea Dive—This computer display simulating a diving bell's instrument panel allowing guests to view the life forms at several levels of the ocean outside the "submarine" as it plummets toward the ocean floor.

The Mating Game—In this mechanical matching game, guests must decide the proper mates for certain species of deep-sea creatures. The solutions may not be as obvious as you think!

Putting Them in Their Place—Guests place different ocean species in the correct ocean zones that they inhabit in this mechanical sliding game.

Hiding in Plain Sight—Several deep-sea creatures emit a bioluminescent light to match the light around them. Using this electronic interactive, guests try to keep a squid hidden in the light from above.

Keep on the Level—Guests stand on a full-body balancing device, similar to the body design of a jellyfish, and discover that an organ called the statocyst helps a jellyfish to orient its body as it glides through the ocean darkness.

Darkness and Humans. Finally, in an urban residential setting, the exhibit examines the interaction of humans with darkness. Guests explore the myths and legends that have arisen in different human cultures to interpret night and darkness; the history of making light and examine how humans have created technological adaptations to the dark (many of which parallel biological adaptations the visitor has seen elsewhere in the exhibit), and how some of these adaptations have effected the rest of the world. Satellite images dramatize how people have lit up the world (4,000 sf only), while text and graphics examine some animals such as sea turtles whose navigation in the dark is confused by our artificial lights. Guests can try out various devices that use radar, infrared and image enhancement to see in the dark. They also can try out devices that have been specifically invented to assist people that do live in the dark, those without sight.

Features:

- Life-size diorama of an urban residential setting.
- Resource center/sitting area complete with videos, books and activities for guests to discover.

INTERACTIVES:

"Natural Technologies"—Guests compare human technologies of sonar, radar, motion sensors, image-enhancers and infrared sensors to their sensory biological counterparts used by creatures such as bats, insects, sharks and snakes.

Trust Your Ears—A tactile area (near the diorama) is featured, where sighted guests can test their senses of hearing and touch by tapping blind canes on different surfaces as they might if they were blind.

Test Yourself in the Dark—Guests must be quick! They are on candid camera. While seated in a darkened booth, guests try to put a shaped block into its correct hole. A night vision camera displays their moves on a TV screen outside the booth for other guests to witness.

Resource Center—Guests can sit down for a quiet break to read articles or books, watch a video or play games and do In the Dark crafts in this resource area (4,000 sf only).

Using Other Senses—Guests view equipment designed especially for the blind and can try them out with help of a host institution floor staff.

The Earth At Night—Guests view several space images of the Earth at night. This mechanical interactive encourages them to try and identify the places these photos represent based on light visible from space (4,000 sf only).

Maps in the Mind—Try to visually memorize the correct path through a maze, then close your eyes, and using your finger, conquer the maze by tracing the out the visual map in your mind. This demonstrates how many sight-impaired people negotiate their environment.

Braille—Guests study the Braille alphabet provided, running fingers across the letters, and then answer the trivia questions written in Braille.

Letter of Intent

You have expressed interest in hosting
the Cincinnati Museum Center traveling exhibit:



Circle one:

3,000 sf

4,000 sf

For the following tour dates (please write in):

First choice _____

Second choice _____

If you wish to have these dates held for your organization, you must complete and return this form by mail or fax to the Cincinnati Museum Center at Union Terminal, Department of Traveling Exhibits at the address listed below. If the form is not returned, we cannot hold a slot on the tour for your organization.

By signing this form, your organization agrees, for good and valuable consideration, to hold on the first dates (or your second dates if the first dates are unavailable) listed above for your organization until 30 days after a written Agreement is issued. A written Agreement shall be issued within 14 days following CMC's receipt of this letter. A copy of this letter will be returned to you as confirmation of the hold on the above tour dates.

Organization _____

Address _____

City _____ State _____ Zip _____

Phone _____ Fax _____

E-mail _____ Extension _____

Name (printed) _____

Title _____

Authorized Signature _____

Date _____

Please sign and return the original of this form to:

Department of Traveling Exhibits
Cincinnati Museum Center at Union Terminal
1301 Western Avenue
Cincinnati, OH 45203
Fax: (513) 287-7062
E-mail: kgraham@cincymuseum.org